**lessons learned**

**car-nerd**

**Dynamic Developers**

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# Introduction

This document is to inform future project managers of Dynamic Developers about this project’s lessons. In the document there are also details that include what made the project go well and how “Car Nerd” was able to overcome challenges it faced. This will serve as part of Dynamic Developers’ assets to look back on when encountering new projects.

# Lessons Learned Approach

The lessons learned from the Car Nerds project are compiled from our experiences throughout the project lifecycle. Lessons learned are also gathered from our change logs and other documents throughout our project, as well as through interviews with project team members. The lessons learned from this project are to be used as references for future projects and contain an adequate level of detail so that other project managers may have enough information on which to help base their project plans. The lessons learned in this document are categorized by scope, personnel management, team management, project management, and procurement management.

# Lessons Learned from this Project

The following chart lists the lessons learned for the Car Nerds project. These lessons are categorized by project knowledge area and descriptions, impacts and recommendations are provided for consideration on similar future new construction projects. It is important to note that not only failures or shortcomings are included but successes as well.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Category | Issue Name | Problem/ Success | Impact | Recommendation |
| Scope | Premium Features | We were successful in controlling our scope due to having some of our features- optional to the full project. | Removal of Premium features until future notice. | To list out potentially optional features before finalizing the full scope of a project. |
| Personnel Management | New Member | Acquiring a new member was seamless due to the meeting notes we could quickly assimilate the new member to the team. | The new member was able to then work efficiently on the new project. | Have detailed meeting notes that people outside of the project can read effectively. |
| Team Management | Workload | Certain members had far more work than other members. | This leads to our top worker(s) running out of steam while our bottom worker(s) would avoid engaging. | Stop this loop before it starts with clear divided up workloads. |
| Project Management | Github | The team had multiple occurrences of troubles with code merging. | It would take far longer each time we tried to merge code and took away time from the project. | Try to be more informed on the code sharing site that is being used before use. |
| Procurement Management | System Architecture Chart | The team chart was unable to accurately represent the architecture of the project. | The team had to then set a meeting to discuss the architecture of the assignment and assign someone to fix the chart. | Keep all team members informed on the process of the project. Research to make a better chart for the team. |

**Lessons Learned Knowledge Base / Database**

The lessons learned for the Car Nerds project will be contained in the organizational lessons learned documents maintained by the project team members. This information will be cataloged under the project’s name, and the date of working on the project for future reference. This information will be valuable for any project manager assigned to a new project similar to this in the future.

# Process Improvement Recommendations

As indicated in the lessons learned chart above, the Car Nerds project did not have a process setup to merge code accurately and easily so that took up valuable time nearing the end of the project. Not only is this a lesson for similar future projects; but the organization must ensure that all project managers are aware of the need for this process to be included in the planning of all future projects. Therefore, it is recommended that prior to work beginning on any new project, the project manager should overlook the first few times a team merges code, to ensure that the process is smooth and not fragmented too much.